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CLAIMS

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[Claim(s)]

[Claim 1] A voice input means to change language with voice into a sound signal, and a means to change said sound signal into the language code signal showing said language, An on-the-strength distinction means of said sound signal to distinguish strength at least, and a storage means to memorize two or more object data which correspond to two or more language code signals beforehand, respectively, Game equipment equipped with an object selection means to choose the object data corresponding to said changed language code signal, and an object data-processing means to process based on the strength of said sound signal to said selected object data.

[Claim 2] A voice input means to change language with voice into a sound signal, and a means to change said sound signal into the language code signal showing said language, An on-the-strength distinction means of said sound signal to distinguish strength at least, and a storage means to memorize two or more object data which correspond to two or more language code signals beforehand, respectively, An object selection means to choose the object data corresponding to said changed language code signal, An object data-processing means to process based on the strength of said sound signal to said selected object data, A flight means to make the alphabetic character object formed in a virtual space with said processed object data fly, Game equipment equipped with a processing means as a result of determining expansion of a game as the collision judgement which detects the collision with said alphabetic character object and object object, and judges the damage of said object object by this collision according to the judgment result of said collision.

[Claim 3] a voice-input means change language with voice into a sound signal, a means change said sound signal into the language code signal showing said language, and said sound signal -- at least -- strength -- and a vocal-parameter extract means distinguish die length, a storage means memorize two or more game characters beforehand, and said sound signal -- at least -- strength -- and game equipment equipped with a character selection means choose a game character based on die length.

[Claim 4] Said object data-processing means is \*\*\*\*\* and game equipment according to claim 1 or 2 including the gestalt of the alphabetic character in which said object data should be displayed on monitor display and which was displayed in three dimensions about the texture of the quality of the material determined as the front face of the gestalt of this alphabetic character by audio strength.

[Claim 5] Said collision judgement is game equipment according to claim 4 using said quality of the material at least as a judgment element of the damage which an alphabetic character object collides with an object object, and gives to this object object.

[Claim 6] Said flight means is game equipment according to claim 2 which uses the quality of the material as the determinant of a flight rate.

[Claim 7] Said collision judgement is game equipment according to claim 2 which settles victory or defeat with the alphabetic character attribute beforehand set to the alphabetic character object when alphabetic character objects collide.

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DETAILED DESCRIPTION

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[Detailed Description of the Invention]

[0001]

[Field of the Invention] This invention relates to the game equipment which develops a game especially using voice input about video game equipment.

[0002]

[Description of the Prior Art] Conventionally, although the game equipment which performs the game which only reacts to voice existed, recognition of a play person's words and the number of recognition words were inadequate by limitations, such as capacity of CPU. For this reason, by the time it can perform various game expansions according to directions with a play person's voice, it will not have resulted.

[0003] Moreover, game equipment against which a play person and an enemy (enemy of a game) play a match by means of language is not offered conventionally.

[0004]

[Problem(s) to be Solved by the Invention] Therefore, this invention aims at offering the game equipment which uses as a game element language which a play person emits.

[0005] Moreover, this invention aims at offering the game equipment with which the language which the language which the play person emitted, and an enemy emitted serves as a waging-war element.

[0006] Moreover, this invention aims at offering a kind of janken game by language by giving a property to language.

[0007] Moreover, this invention aims at offering the game equipment which makes a game parameter the semantics and sound volume of the language which a play person emits.

[0008] Moreover, this invention aims at offering the game equipment from which a game parameter changes according to the recognition rate of speech recognition.

[0009]

[Means for Solving the Problem] In order to attain the above-mentioned purpose, the game equipment of this invention A voice input means to change language with voice into a sound signal, and a means to change a sound signal into the language code signal showing language, An on-the-strength distinction means of the inputted sound signal to distinguish (magnitude) in strength at least, A storage means to memorize two or more object data which correspond to two or more language code signals beforehand, respectively, It has an object selection means to choose the object data corresponding to the changed language code signal, and an object data-processing means to process based on the strength of a sound signal to selected object data.

[0010] By considering as this configuration, while choosing the language object by which voice input was carried out, it becomes possible to add change to the language object chosen by the reinforcement of voice input.

[0011] Moreover, a voice input means by which the game equipment of this invention changes language with voice into a sound signal, A means to change a sound signal into the language code signal showing language, and an on-the-strength distinction means of the inputted sound signal to distinguish strength at

least, A storage means to memorize two or more object data which correspond to two or more language code signals beforehand, respectively, An object selection means to choose the object data corresponding to the changed language code signal, An object data-processing means to process based on the strength of a sound signal to selected object data, A flight means to make the alphabetic character object formed in a virtual space with the processed object data fly, It has a processing means, as a result of determining expansion of a game as the collision with an alphabetic character object and an object object, and the collision judgement which judges the damage by this collision according to the judgment result of a collision.

[0012] By considering as this configuration, it becomes possible to make a language object utter, to fly like this language object projectile, and to develop a game by voice input.

[0013] Moreover, the game equipment of this invention is equipped with a voice-input means change language with voice into a sound signal, a means change a sound signal into the language code signal showing language, a vocal-parameter extract means of the inputted sound signal reach in strength at least and distinguish die length, a storage means memorize two or more game characters beforehand, and a character selection means of a sound signal reach in strength at least and choose a game character based on die length.

[0014] By considering as this configuration, selection of a game character is attained by voice input.

[0015] Preferably, an object data-processing means is \*\*\*\*\* including the gestalt of the alphabetic character in which object data should be displayed on monitor display and which was displayed in three dimensions about the texture of the quality of the material determined as the front face of the gestalt of this alphabetic character by audio strength.

[0016] By considering as this configuration, voice enables it to determine the quality of the material of an alphabetic character object.

[0017] Preferably, an alphabetic character object collides with an object object, and the quality of the material is used for a collision judgement at least as an element which judges the damage given to this object object.

[0018] By considering as this configuration, the damage given to a partner by hard and soft [ of the quality of the material ] is set up.

[0019] Preferably, a flight means uses the quality of the material as the determinant of a flight rate. Presence increases by determining the flight rate of an alphabetic character object according to the quality of the material.

[0020] Preferably, a collision judgement settles victory or defeat with the alphabetic character attribute beforehand set to the alphabetic character object, when alphabetic character objects collide.

[0021] By considering as this configuration, it becomes possible to incorporate the element of "janken" in an alphabetic character, and is interesting.

[0022] Moreover, the game equipment of this invention is \*\*\*\*\* about the texture of the quality of the material which speech recognition serves as an error, or outputs the object of specification when the correct answer probability of recognition is low, and is determined as the front face of this object by audio strength.

[0023] Thereby, even when it becomes a recognition error, it can continue a game.

[0024] Moreover, as speech recognition serves as an error, or the game equipment of this invention outputs the object of specification when the correct answer probability of recognition is low, and changes the game parameter of this object, for example, lowers the capacity of the attribute in victory or defeat, it makes a result with the low speech recognition reflect in a game.

[0025]

[Embodiment of the Invention] Drawing 1 shows the appearance of the game equipment with which this invention is carried out.

[0026] First, the outline of a system configuration is explained with reference to drawing 1 and drawing 2. Drawing 1 is an explanatory view explaining the game equipment as a computer system. Drawing 2 is a block diagram explaining the control system of this game equipment.

[0027] CPU1a to which game equipment (host) 1 performs a game program etc., ROM1b which

memorizes the control program as game equipment, data, OS, etc., CD-ROM equipment 1c which memorizes a game application program and data, Bus controller 1d which controls the data transfer between CPU1a and each part, RAM1e which holds the program and data of CPU1a and is used for data processing, Drawing processor 1f which forms a picture signal from drawing data, and voice data are consisted of by peripheral interface 1h which relays the data transfer between peripheral devices of sound processor 1g which forms a sound signal, CPU1a, and the exterior. Some fields of RAM1e are used as a work piece RAM for peripheral data processing, and the so-called DMA actuation is made possible. A picture signal and a sound signal are supplied to a monitor 4, for example, television, and an image and voice are outputted. A peripheral device consists of a basic peripheral device 2 and an extended peripheral device 3. The basic peripheral device 2 is connected with peripheral controller 1h through connector 1i, and the extended peripheral device 3 is connected to the basic peripheral device 2. The basic peripheral device 2 and the extended peripheral device 3 are connected to juxtaposition to a host that it is electric (or logical structure target). The basic peripheral device 2 is for example, a game controller, and the extended peripheral devices 3 are an audio input unit, an audio output device, a ray gun module, rocking equipment, a memory apparatus, etc. In this example, the audio input unit 3 with a microphone is connected.

[0028] the A carbon button which drawing 3 is drawing explaining the example of the game controller 2 which is the basic peripheral device 2, and uses 2a in the case of "decision or voice input", the B carbon button with which 2b orders it cancellation, the direction carbon button with which use the Y carbon button and 2e for a start button in the case of "selection", and 2c uses 2f (the X carbon button and 2d) for migration of cursor or highlighting, and the analog arrow key which use for migration of a character 2 g -- it comes out The game controller 2 is constituted by the microcomputer system and sent out to game equipment 1 by using actuation of each carbon button as signal data. Thereby, the flag which shows button grabbing is set to game equipment. The game controller 2 is equipped with an audio input unit 3 as shown in drawing 1. An audio input unit 3 carries out A/D conversion of the sound signal, makes it a data signal, and is outputted to game equipment 1 via the game controller 2. Moreover, the game controller 2 is equipped with the memory card which saves a game result etc. as occasion demands.

[0029] Drawing 4 is an explanatory view which explains functionally the speech recognition made according to the computer system of game equipment, and utterance of a play person is changed into a sound signal by the microphone of an audio input unit 3. When the A carbon button of a controller 2 is turned ON, this sound signal is changed into a data signal by the A/D converter, and is stored in buffer memory (RAM1e) by it. The amount of voice data stored can be set as about 5 seconds in consideration of memory space. Speech recognition will be started if the A carbon button becomes off. The speech recognition section 14 which recognizes voice with the algorithm for general speaker recognitions suitable for unspecified people's speech recognition, and the speech recognition section 15 which recognizes voice with the algorithm for specified speaker recognition suitable for a specific person's speech recognition are prepared, and speech recognition is selectable in either. The recognition for general speakers is set up in a simple setup. If the speech recognition section 14 or 15 extracts the parameter of language recognition, the selection section 17 will choose the language (language code) corresponding to an extract parameter from the database 16 which has memorized the conversion table of a parameter and language beforehand. The language for waging war (battle vocabulary) shown in below-mentioned drawing 10, these related matters (whenever [ below-mentioned attribute and attack ], difficulty etc.), the language equivalent to a command which is not illustrated, the magic word of magic, etc. are contained in a database 16. A database 16 is introduced into RAM1e from CD-ROM1c. An error output is performed when there is no corresponding language, the error has arisen, and a recognition rate is low. For example, "?" and "!" are outputted as a selected character.

[0030] Drawing 5 is a flow chart explaining the actuation of CPU1a in the case of speech recognition. CPU is supervising whether the A carbon button was operated by the flag supervisor which is not illustrated (S22). If a play person pushes the A carbon button, speaks language and finishes talking, he will detach the A carbon button. Detection of ON of the A carbon button turns ON the timer which is not illustrated, for example, the timer which puts up 5 seconds, (S24). (S22;Yes) It permits storing the

data signal supplied from an audio input unit 3 in the field secured as buffer memory of RAM1e. In addition, peripheral controller 1h can perform storing of voice data as DMA actuation (S26). It distinguishes whether it is that the play person detached the A carbon button (off) (S28).

[0031] If the A carbon button is detached (S28;YES), speech recognition will be started and the parameter for identifying language will be extracted (S30). Sound volume and the audio die length are contained in extract data (S32). The language which corresponds from a database 16 is chosen with the extracted parameter (S34). When there is no corresponding language, and a correct answer probability is lower than criteria (S36;YES), a recognition error flag is set as ON. In this case, "!" and "?" can be chosen from a database 16 as an applicable word. You may make it stick the texture according to sound volume on the alphabetic character object of "!" and "?" so that it may mention later. Moreover, the purport which cannot be recognized is displayed on monitor display as occasion demands (S40). When an applicable word is chosen, the flag chosen [ language ] is set and the selected language is outputted to the predetermined area of RAM1e (S38). Then, it returns from this routine to the original processing.

[0032] A time-out is checked as the A carbon button is an ON state (S42). (S28;No) In addition, it is good also as carrying out speech recognition, without carrying out a time-out. Thereby, when an error arises, "!" and "?" are chosen as an applicable word. In not being a time-out (S42;No), it continues the incorporation of voice data (S26, S28, S42). When the ON state of the A carbon button is continued and it becomes a time-out (S42;Yes) (for example, when 5 seconds pass after turning on the A carbon button), time out treatment is performed. In time out treatment, a timeout flag is set as ON and the voice data incorporated to RAM1e is reset, for example. Moreover, time amount over is displayed on monitor display. It ends after that. Thus, the subroutine of speech recognition is performed.

[0033] Next, with reference to drawing 4 , it explains that the whole game flows. The flow of a game divides roughly and is classified into the post process (S10) carry out the starting processing at the time of the start of game equipment (S2), the KOTODAMASHI selection processing (S4) which chooses the character which a play person operates, the waging-war KOTODAMASHI selection processing (S6) which chooses the enemy (enemy) character which plays a match against a play person, the battle (waging war) processing (S8) which holds waging war, a display, the data storage of a battle result, etc.

[0034] In starting processing, if CD-ROM1c as an information record medium is set and a power source is switched on, CPU1a performs a boot program from ROM1b, will introduce a program and data into RAM1e from CD-ROM1c, and will perform a program. A game title is displayed on the screen of a monitor 4, and it waits for the input of "a start" by actuation of start button 2e (S2).

[0035] By actuation of start button 2e, it shifts to the selection (decision) mode of a play person's KOTODAMASHI (character). Drawing 7 is a flow chart explaining the selection mode of a character. By the flag monitor, CPU1a will perform speech recognition processing, if it distinguishes that it is in character decision mode (S52;Yes) (S54). A play person utters with suitable language, for example, "KOTODAMASHI." Each parameter showing the sound volume of this utterance and the audio die length is read (refer to drawing 5 ). A character is chosen based on the sound volume of utterance, and the audio die length.

[0036] Drawing 8 is an explanatory view explaining character selection. It is classified into a three-stage according to the size of sound volume. Moreover, it is classified into a three-stage according to the audio die length. A character is assigned corresponding to each classification. For example, in the case of sound-volume size and die-length size, it is by "\*\*\*\*\*", and " character is chosen as it. When it cannot identify (recognition error), a specific character, for example, "it is very hungry", is chosen. If a character is chosen, the image data and game parameter which correspond from a database will be read, and a character will be displayed on monitor display. In addition, a character may be chosen only by speech recognition.

[0037] Drawing 9 shows the example which displayed the character which serves as the selected play person's other self. the appearance of the character chosen as the screen, and an identifier, for example, "\*\*\*\*\*", -- it is -- " -- it is displayed. moreover, character "\*\*\*\*\* -- it is -- " -- the aggressivity which shows the aggressivity which the hit point HP and each language of the character concerned have, and defense force [ which shows the capacity for it to be equal to an attack from an enemy ] \*\* are

numerically displayed as the status which shows capacity. The language (they are things \*\*) which a play person should emit to an enemy is displayed on a screen. In this example, it is three, "TEYANDEI", "SUTOKODOKKOI", and "foolish YARO." A play person chooses and utters one of these. The number of display words can be set as the number of arbitration. The display word is beforehand included in the database 16 of speech recognition (S58).

[0038] Next, if a play person pushes start button 2e or A carbon button 2a, it will shift to battle mode. First, an enemy's character is chosen (S6). An enemy's character plays a match against the character and those [ play ] who were assigned to the play person, and characters other than a negative beam character are chosen. Selection is performed at random using a random number.

[0039] Drawing 10 is drawing showing the example of the database of each character. The 1st thru/or the 3rd language are assigned to each character. This language is language (spirit which is present in words) which an enemy character emits towards a play person's character. Furthermore, attribute, aggressivity, and difficulty \*\* is defined as each language. An attribute is the property in which the character belongs. For example, they are attributes, such as "fire", "water", "soil", and a "wind." "Fire" is weak in "water", "water" is weak in "soil", "soil" is weak to a "wind", and a "wind" can make at "fire" the strength relation similar to janken of being weak. This attribute is common into each language (three language) which the character concerned emits. Aggressivity is aggressivity which each language of the character has, as mentioned above. Difficulty is the ease of carrying out of the recognition when emitting each language. A character can be number[ of arbitration ]-prepared.

[0040] Drawing 11 is a flow chart explaining battle (waging war) processing (S8). The location (battle field) which an object is arranged and is pitched against each other is formed in the virtual three-dimensions space formed in the computer system (S102). A play person character is arranged in the battle field (S104). Drawing 12 shows signs that the play person character stands on the battle field, turning the back to a virtual camera. Next, as shown in drawing 13, an enemy character appears, and it is changed so that a camera location may serve as a transverse plane of a play person's character.

[0041] CPU1a displays the alphabetic character of "FIGHT" on a screen. This becomes battle initiation. If a play person pushes A carbon button 2a, game advance will be interrupted primarily and will serve as previous statement speech recognition mode. It halts in the part for utterance and a play person's character makes small sound volume (magnitude and strength) of the sound emitted in advance of a game, as action of utterance is started and it is shown in drawing 14. Utterance of a play person distinguishes a play person's words by speech recognition (refer to S108 and drawing 5). Termination of speech recognition continues a play person's character in action of utterance. When a play person does not detach the A carbon button even if it starts speech recognition, for example, 5 seconds pass as mentioned already, a time-out is carried out and it finishes with a misfire (S44).

[0042] CPU reads the language and sound volume which have been recognized (S110). The data of the alphabetic character object of 3D expression displayed on the screen corresponding to language are chosen from a database 16. The texture according to sound volume is stuck on this alphabetic character object.

[0043] such [ drawing 16 ] an example -- being shown -- \*\*\*\* -- "\*\*\*\*\*" -- it is -- " -- when sound volume is low and sound volume is whenever [ middle ] about a "wooden" texture, sound volume sticks the texture of a "stone" on an alphabetic character object, and, in an adult case, sticks a "metaled" texture. Therefore, as for the uttered alphabetic character, the quality of the material of an alphabetic character object changes with the magnitude of voice. The damage which an alphabetic character object gives to a partner, and the speed to which it flies like a missile or a projectile toward a partner change with the quality of the materials. Moreover, time amount (standby time) until it comes to be able to perform the next speech recognition is also changeable after utterance with the quality of the material. For example, its aggressivity is weak although a "tree" flies quickly [ it is light and ]. However, ream putting and a cone. A "stone" is a heavy and hard stone. Although aggressivity is the strongest, it seldom flies early. It is not fit for a burst. A "metal" is the hardest and, as it is, flies quickly. It has the in-between property of a tree and a stone (S112). That is, the physical characteristic in the virtual space of an alphabetic character object characterizes with audio magnitude.



[0044] If an alphabetic character object is completed, it will be arranged in virtual three-dimensions space, and as shown in drawing 15, an alphabetic character object (projectile of language) will be discharged toward an enemy character from a play person's character (S114). CPU1a makes the location of opening a play person's character, and the center position of an enemy character the flight orbit of an alphabetic character object in quest of read-out and the straight line which connects both locations. According to the physical characteristic of an alphabetic character object, an alphabetic character object is moved toward an enemy character.

[0045] On the other hand, language is chosen at random out of the assigned language (an example three) (S116), the quality of the material is chosen at random, and a waging-war partner's enemy also sticks the texture of the quality of the material concerned on an alphabetic character object (S116). The other orbit is calculated from the location of opening of an enemy character to the center position of a play person's character, and an alphabetic character object is turned to a play person's character as a projectile of language, and it discharges (S118). In addition, you may make it choose language and the quality of the material based on the parameter (an enemy's parameter) of the other party's character.

[0046] Next, the collision judgement of an alphabetic character object and a character is performed. CPU1a pursues the location of a character, and the location of an alphabetic character object with the period of an image frame, and distinguishes both collision. The damage motion which makes a play person reminded of a damage after the character and the alphabetic character object have touched is reproduced. Moreover, a damage is calculated and the hit point HP of a partner character is reduced. For example, count is performed as follows.

the defense force of a damage = (aggressivity of aggressivity + alphabetic character of character) (quality of the material of x alphabetic character)-character -- here, the aggressivity of a character is an attribute shown in drawing 10, and is common about each alphabetic character which was equivalent to above-mentioned "fire", "water", and "soil" --, and was assigned to the character concerned. The aggressivity of an alphabetic character is an attribute about a display like "width", "slant", and "diffusion" as shown in drawing 10. It is set up for every alphabetic character. The quality of the material of an alphabetic character is an attribute about the quality of the material of a texture as shown in drawing 16. The defense force of a character is an attribute which shows extent which can be borne to the attack defined as each character. In addition, since the recognition rate is low, when the object of "!" and "?" is chosen by recognition error, the game parameter of the above-mentioned aggressivity or the quality of the material can be made into a low value by it. The aggressivity of a play person's character to an enemy can be low set up as a penalty which this did not utter so that speech recognition might be carried out.

[0047] Moreover, also when the orbit of alphabetic character objects laps, a collision arises. Destruction and offset take place in the collision of alphabetic character objects. As mentioned above, the attribute is defined for every language (refer to drawing 10), and the judgment at the time of a collision is performed with reference to those attributes.

[0048] For example, as shown in drawing 17, when that from which an attribute differs collides, a strong man remains according to the power relationship of the attribute of an alphabetic character, and the weak disappear. The alphabetic character object which remained progresses toward a partner's character. In addition, as shown in drawing 17, a power relationship may be decided by the expression mode of an alphabetic character object. For example, "the diffusion display" is stronger than "a slanting display", "the horizontal display" is stronger than "a diffusion display", and "the slanting display" is stronger than "a horizontal display." In this case, victory or defeat decide like janken. The appearing expression gestalt can be decided at random. When the things with the same alphabetic character attribute collide, an alphabetic character object offsets each other and disappears.

[0049] A play person can be avoided by restricting the alphabetic character object which flies toward a self character during flight of an alphabetic character object, and operating 2g of analog arrow keys. A character is movable to right and left by one to 2 character with actuation of 2g of analog arrow keys. However, evasion of the alphabetic character object of coincidence plurality which is in a diffusion condition is more difficult than others (S120).

[0050] The direction where for example, the hit point became 0 makes victory or defeat (S122). A



game can be continued when both hit point is not 0 (S122; continuation). When a play person wins, "WIN" is displayed on a screen. Negative beam enemy characters can be collected into the basket prepared for the play person in this case. This enemy character can be used as a self character in next waging war. The alphabetic character of "LOSE" is displayed for a play person on a negative beam case (S122; termination). When a play person wins, waging war with the enemy of further others is possible (S4-S8).

[0051] After a game is completed, it becomes an end screen and the character which the play person gained can be saved at a memory card. If start button 22e is pushed, re-waging war is possible (S10).

[0052] Thus, according to the gestalt of operation of this invention, utterance of a play person serves as an alphabetic character object, and is discharged towards an enemy character as a projectile of an alphabetic character. The enemy character also turned the alphabetic character object to a play person's character as a projectile of an alphabetic character, and discharges. This alphabetic character gives a damage in a character, that part hit point HP decreases in number, and victory or defeat are settled. Therefore, the fun of a shooting game can be tasted by uttering quick and clear voice. Moreover, there is fun by uttering voice. There is fun in which alphabetic characters collide and break.

[0053] Drawing 18 shows the application of the speech recognition performed in this game. This routine is performed following the speech recognition shown in drawing 5. An applicable word is read after speech recognition is completed, without a recognition error (S40) and a time-out (S44) arising (S82;Yes) (S84). This word is searched from a database. In the database, much language and corresponding contents (or definition) are saved.

[0054] The word concerned distinguishes whether it is a command (S86). Processing corresponding to [ that it is a command ] a command is performed (S88). (S86;Yes) For example, if specific language is spoken in a game, migration in a specific scene can be performed. After a "camera", if the direction of "before", "after", the "right", the "left", etc. is shown by means of language, the location and eye direction of a camera will be changed and a screen will be suitable in the direction. Game mode can be chosen in voice or the specific person in a game can be specified. For example, actuation can be directed to a self character with language, such as "a jump."

[0055] The word concerned distinguishes whether it is the battle vocabulary (S90). Processing which corresponds for performing processing after the previous statement step S110 corresponding to [ that it is the battle vocabulary ] a battle is performed (S92). (S90;Yes)

[0056] The word concerned distinguishes whether it is magic (S94). Processing which corresponds for performing magic processing corresponding to [ that it is magic ] magic is performed (S96). (S94;Yes) Specific magic can be used if this speaks specific magic word with a play person.

[0057] When speech recognition was not completed, or when the contents corresponding to an applicable word are not registered, it ends (S82No, S94No).

[0058] In addition, by changing the speech recognition section from the object for general speakers to specified speakers, a specific user's voice can be memorized, and a recognition rate is gathered or it becomes possible to make it not react at other users' voice.

[0059]

[Effect of the Invention] Since according to this invention for it explaining above the voice which the play person inputted is changed into an alphabetic character by speech recognition, the alphabetic character object corresponding to this alphabetic character is formed and the attribute of an alphabetic character object was defined according to audio strength, it becomes possible to carry out an alphabetic character object like a projectile, and to fly toward a partner for example. The game which utters voice of choosing language and winning a partner can be realized by this, and it is interesting.

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## DESCRIPTION OF DRAWINGS

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### [Brief Description of the Drawings]

- [Drawing 1] Drawing 1 is an explanatory view explaining the whole game equipment.
- [Drawing 2] Drawing 2 is a block diagram explaining the control system of game equipment.
- [Drawing 3] Drawing 3 is an explanatory view explaining the example of a game controller.
- [Drawing 4] Drawing 4 is a functional block diagram explaining speech recognition.
- [Drawing 5] Drawing 5 is a flow chart explaining speech recognition.
- [Drawing 6] Drawing 6 is a flow chart which explains the overall flow of a game roughly.
- [Drawing 7] Drawing 7 is a flow chart explaining the procedure of determining a play person's character.
- [Drawing 8] Drawing 8 is an explanatory view explaining the character selection by sound volume and die length.
- [Drawing 9] Drawing 9 is an explanatory view explaining the example of the character of the play person as whom the status was displayed.
- [Drawing 10] Drawing 10 is an explanatory view explaining the contents (attribute etc.) defined as the language which each character emits, and each language.
- [Drawing 11] Drawing 11 is a flow chart explaining battle (waging war) processing.
- [Drawing 12] Drawing 12 is an explanatory view explaining a character appearance in the game field of a virtual space.
- [Drawing 13] Drawing 13 is an explanatory view explaining the situation of the character at the time of waging-war initiation.
- [Drawing 14] Drawing 14 is an explanatory view explaining the situation of the character at the time of speech recognition initiation.
- [Drawing 15] Drawing 15 is an explanatory view explaining the place which an alphabetic character object flies and collides with a partner's character.
- [Drawing 16] Drawing 16 is an explanatory view explaining signs that the quality of the material of an alphabetic character object is defined by sound volume.
- [Drawing 17] Drawing 17 is an explanatory view explaining decision of the superiority or inferiority of victory or defeat in the case of the collision of alphabetic character objects.
- [Drawing 18] Drawing 18 is a flow chart explaining other examples of use of speech recognition.

### [Description of Notations]

- 1 Game Equipment
- 2 Game Controller (Peripheral Device)
- 3 Audio Input Unit (Extended Peripheral Device)
- 4 Monitor

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[Translation done.]